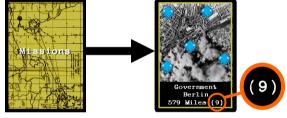


Use all cards except Battleship, Twin Fighters And Enemy Squadron cards and shuffle them all together.

Shuffle the 21 Mission cards and draw one.



Deal out the number on the **Mission** card face down on the **Bombing Run Deck** space then place the **Mission** card face up on top of these.

Now deal the same number again face down on top of the **Mission** card, this is the mission there and back.

Try and complete 25 Missions with the same bomber and see how many of the original crew make it too to get their ticket back home, shuffle all the **Mission** cards for each new mission, many target were bombed more than once.

Keep track of the missions and crewmen if you want to make a campaign of it and see what your bombing rating is.

Each locked bombing die will get you 20% on target when you get back to base, (divide all your bombing totals by the number of missions you have completed to get the average %)

00-20% Poor
30-40% Average
50-60% Good
70-80% Excellent
90-100% Exceptional

